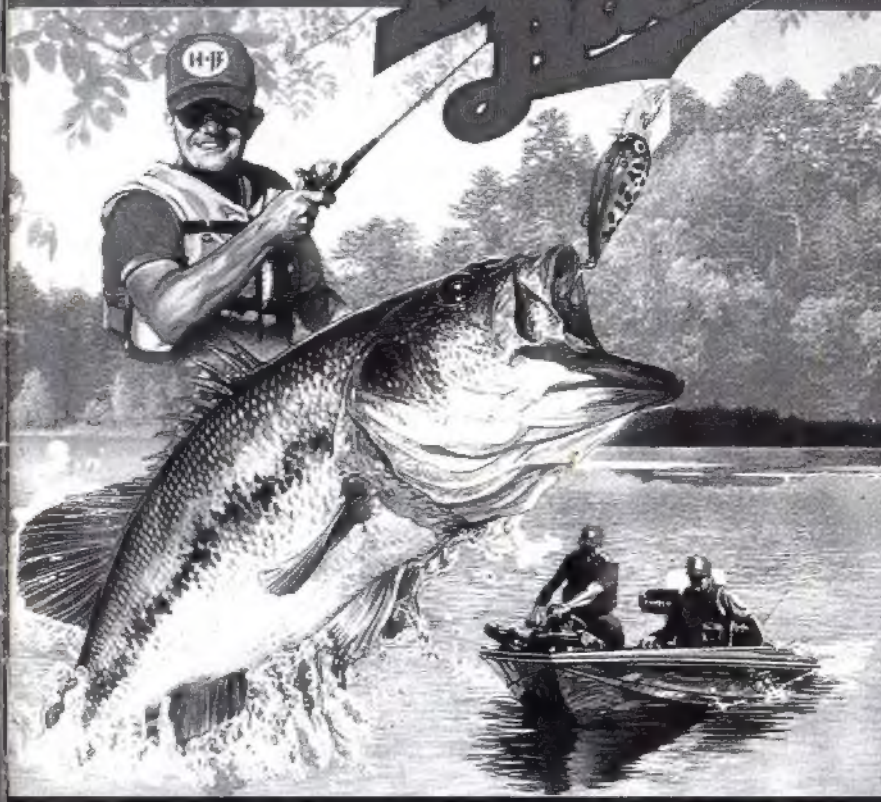
INSTRUCTION BOOKLET

SNS-BQ-USA

Super Black Bass™



HOT-B®

SUPER NINTENDO ENTERTAINMENT SYSTEM

HOT-B®

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SUPER BLACK BASS

BASSIN' Magazine and the entire staff at NatCom Inc.
The entire staff at ZEBCO Corporation.
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TABLE OF CONTENTS

This instruction manual is divided into three main sections for easier understanding.

Introduction and Quick Start Guide

1. HOW THE TOURNAMENTS WORK 2
2. STARTING THE GAME 4
3. HOW TO FISH 6
   - Lake Map Screen 6
   - Casting Screen 7
   - Retrieving the Lure/Fighting the Fish 8
   - How To End The Game/Weigh-In 9

Professional Fishing Information

4. CHOOSING A SPOT ON THE LAKE 10
   - Surface Fishing Points 10
   - Underwater Fishing Points 10
   - Fish Finder 11
5. READY TO CAST! 12
   - Casting Like A Pro 12
   - Casting Mark Option 13
6. FISHING AT LAST! 14
   - Lure Presentation 14
   - Retrieving The Lure 15
7. A FISH STRIKES! 16
   - Setting The Hook 16
   - Landing A Fish 16
   - Line Tension 16
8. FISHY INFORMATION 17
   - Your Catch Screen 17
   - Livewell Data 17
   - Angler Data 17
   - Tournament Update 17
9. TOURNAMENT WEIGH-IN 18

General Information

10. CATCHING A LUNKER 19
11. LAKE MAP DATA 20
12. FISH GUIDE 22
13. TACKLEBOX 24
   - Surface Lures 24
   - Sink Lures 25
14. FISHIN' TIPS 26
   - Glossary of Terms 26

1. HOW THE TOURNAMENTS WORK

The following four stages outline the different tournaments. Each of the different tournament screens shows the current fishing conditions and the lake record.

STAGE I. LOCAL AMATEUR TOURNAMENT

- 50 amateur anglers.
- Held 2 times per year.
- 1 day tournament on Skywater Lake.
- Winner must have the highest cumulative bass weight.
- Top 3 anglers qualify for the Amateur Bass Championship.
- If you lose, you must try again next season.

STAGE II. AMATEUR BASS CHAMPIONSHIP

- 100 amateur anglers.
- Held 1 time each year.
- 1 day tournament on Clear Lake.
- Winner must have the highest cumulative bass weight.
- Top 3 anglers qualify for the Pro Bass Circuit.
- If you lose, you return to the local level.

STAGE III. PRO BASS CIRCUIT

- 80 professional anglers.
- Held 9 times per year in different divisions.
- 3 day/3 round tournament on Lake Murphy.
- Winner must have the highest cumulative bass weight at the end of 3 days.
- Top 10 anglers qualify, along with the top 10 anglers from 2 other divisions, for the Super Bass Championship.
- If you lose, you must try again in the next Pro Bass Circuit.

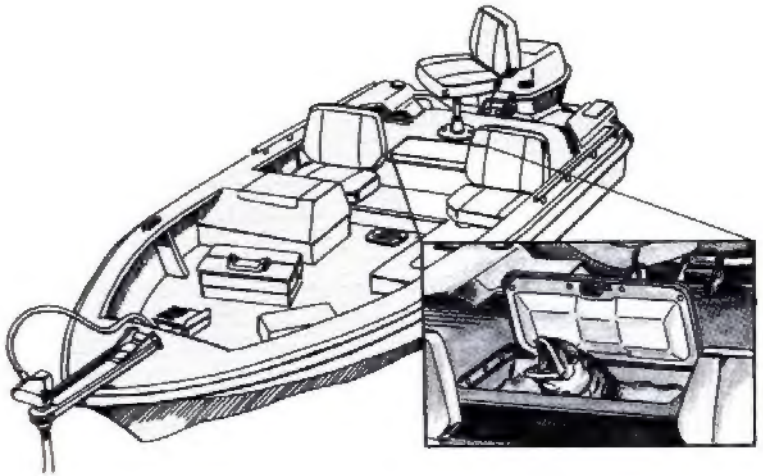
STAGE IV. SUPER BASS CHAMPIONSHIP

- 30 professional anglers compete for top bass honors.
- Held 1 time each year.
- 1 day tournament on Bluestone Lake.
- Winner must have the highest cumulative bass weight.
- Top 3 anglers are honored in the final celebration scene.
- If you lose, you may try again in the next Pro Bass Circuit.

Welcome to the exciting world of tournament bass fishing. In this high quality fishing simulation you begin as a weekend angler who dreams of becoming a professional. Each year the top 30 professional anglers compete in the Super Bass Championship. Your goal is to work your way up through the different tournament levels. Once you have achieved status as a professional you will compete for the prestigious title of Super Bass Champion!

TOURNAMENT RULES

1. Tournament hours: 7:00 a.m. to 4:30 p.m. Be prompt, or be penalized.
2. There is a 1 lb. penalty for each minute an angler is late to weigh-in. If you are more than 20 minutes late, you will lose the day's weight.
3. Beware of No Fishing areas, for example, near the spawning pool or the dock. If you run out of lures, return to the dock for weigh-in.
4. There is a 5 bass maximum allowed in the livewell. Any other bass caught will be automatically culled. Ranking is based on the total weight of bass in the livewell brought to the weigh-in.



2. STARTING THE GAME

Make sure the Power switch is OFF. Insert the Game Pak into the Super Nintendo Entertainment System control deck and turn the Power switch ON.

After the demonstration mode, the title screen will appear automatically. Press the START Button. Next, select from one of the following options:

NEW GAME .....Begin a new game.

PASSWORD .....Continue a game.

OPTION .....Sound test.

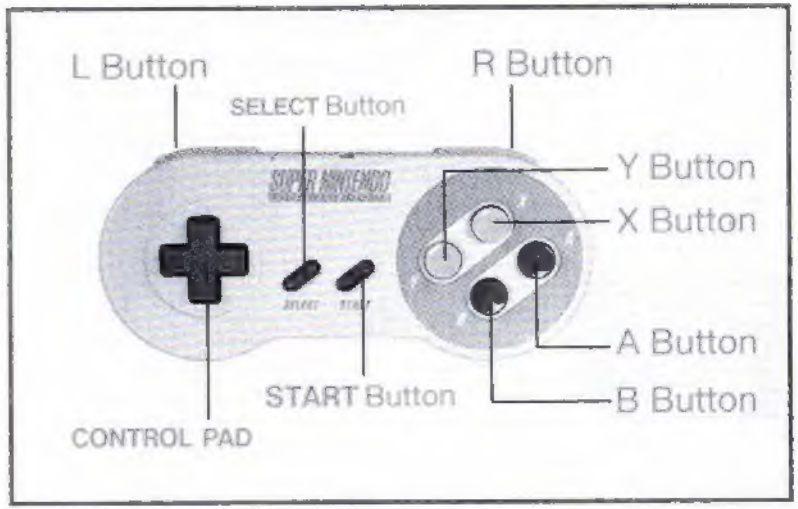
Press the Control Pad Left/Right to choose an option and then press the START Button.

NEW GAME

This screen will ask you to input your name. Enter your name, using the Control Pad to select up to 8 different characters, and pressing the A Button to enter each one. When you have finished entering all of the characters, select END and press the A Button.

PASSWORD

This screen will ask you to input your password. Enter your password, using the Control Pad to select the 27 different characters, and pressing the A Button to enter each one. When you have finished entering all of the characters, select END and press the A Button.



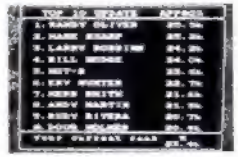
Controller

OPTION

This screen allows you to hear the different sound effects and the music in the game. It also lets you choose stereo or mono sound, depending on your television's capabilities. Press the Control Pad Up/Down to select an option and press the A Button.

OFFICIAL RULES

If you are starting a new game the next screen displays the Official Rules of the tournament. Use the Control Pad to scroll Down as you read the rules. When you have finished, press the START Button.



TOURNAMENT INFORMATION

The next screen displays information about each of the different tournaments. Press the A Button to view a map of the lake and current fishing conditions. Press the START Button when you are ready to fish.

3. HOW TO FISH (Quick Start Guide)

There are three main screens that you will use to fish: LAKE MAP SCREEN, CASTING SCREEN, and RETRIEVING THE LURE/FIGHTING THE FISH.

LAKE MAP SCREEN

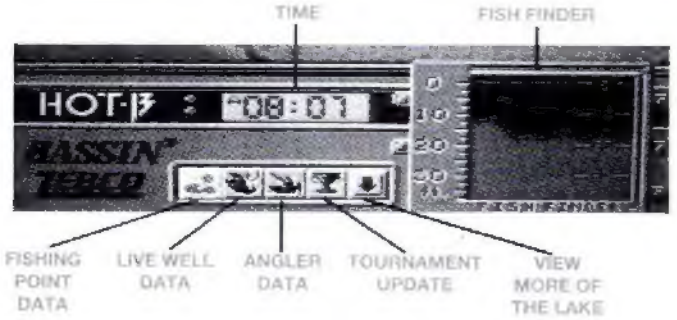
This screen gives you an overhead view of the boat on the lake, and allows you to move your boat and access all the fishing data that you will need.

Moving the boat

Steer the boat .....Press the Control Pad Left/Right.
Accelerate .....Press the A Button.
Reverse .....Press the B Button.
Go to Casting Screen...Press the Y Button.

Accessing Data on the Control Board

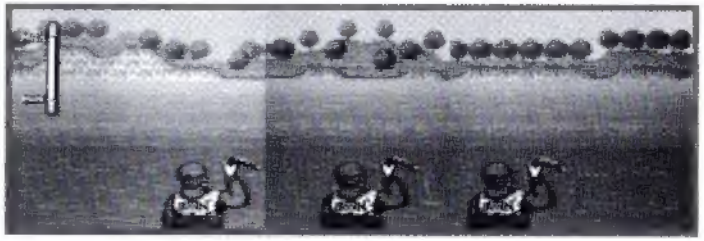
Press the L or R Button to choose a data symbol.
Press the X Button to Open/Close a data window.



Note: *Selecting the Arrow symbol lowers the control board from the screen.*

CASTING SCREEN

This screen lets you view the angler's perspective of the casting area that you have chosen on the Lake Map Screen.



View the casting area .....Press the Control Pad Left/Right.

Casting

You can cast overhand or flip.

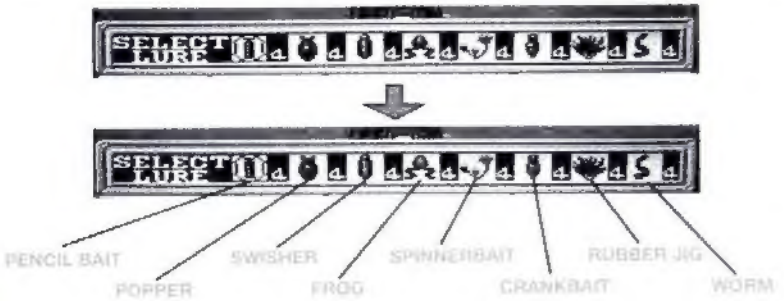
Overhand casting .....Press the A button to raise the bar meter and press again to cast your lure.

Flipping .....Hold down the L or R Button, then press the A Button to set the desired casting distance and press again to cast your lure.

When the lure is in the air you will see an aerial view of the water. You can adjust the lures movements by pressing the Control Pad to change direction and by pressing the B Button to thumb.

Lure Menu

You have a limited number of lures, 4 each of three colors: Red, Purple & Black.



Open the lure menu.....Press the X Button.
Choose a lure .....Press the Control Pad Left/Right.
Choose a color .....Press the Control Pad Up/Down.
Enter lure choice.....Press the A Button.

Note: *If you run out of one type of lure, it will be replaced in the next tournament. If you lose all of your lures, you must return to the dock for weigh-in.*

Casting Mark

This is an option that allows you to view the casting area and choose a mark where you would like to cast. (See page 13)

RETRIEVING THE LURE/FIGHTING THE FISH

This screen gives you an overhead view of the water, and lets you control your lure movement and battle fish.

Fish Strike

When a fish strikes you will hear a snapping sound. You need to set the hook immediately. (See Setting the Hook, pg. 16)

Setting the hook.....Press the Control Pad Left/Right to swing the rod and Down to pull the rod up.

Once the hook is set follow the directions on the next page for reeling in the line.

Reeling in the line

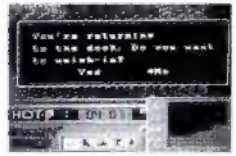
Reel in the line .....Press the A Button.
Reel quickly .....Press A with L or R Button.
Swing the rod. .....Press the Control Pad Left/Right.
Swing strongly .....Press the Control Pad with L or R Button.
Pull the rod up .....Press the Control Pad Down.
Thumb the line.....Press the B Button.
Reel in line instantly or.....Press A and B Button together.
Cut the line

Caution: *You will lose your fish, if you cut the line while reeling. Your line will snap if the bar meter reaches the end.*

When you have landed a fish the line length will indicate 0.

HOW TO END THE GAME/WEIGH-IN

To end the game, return to the dock. A message will appear asking you if you are ready to weigh-in. Select YES with the Control Pad Left/Right and press the A Button.



The next screen will take you to the Weigh-In. Press the A Button whenever you are ready to continue. At the end of the weigh-in you will be given a password. It is important that you write this password down in order to continue where you left off.

4. CHOOSING A SPOT ON THE LAKE

Cruise around the lake, pressing the A Button to accelerate, and the Control Pad to change directions, until you find a fishing point you want to try. Black Bass feed in the early morning and late evenings. During the warmer parts of the day bass stay in deeper waters, especially lunker bass. Monitor the temperature changes and the fishing point data to fish more effectively.

Types of Fishing Points

There are two types of bass fishing points, surface and underwater.

Surface fishing points

These points are usually visible on the screen, for example: reeds, weeds or lily pads. To access data on a surface fishing point, maneuver your boat to one of these areas, select the Fishing Point Data symbol on the Control Board, then press the X Button.

WATER TEMP. .....Varies with the time of day.

WEATHER COND.....Unpredictable as in real life.

HOT TIPS..... } Advice based on weather and water conditions.

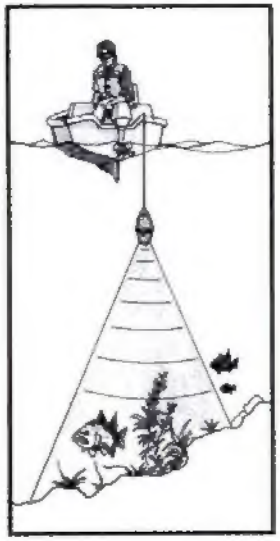
FISH FACTS..... }

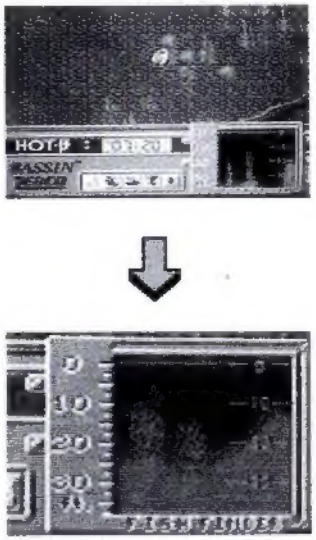
Underwater fishing points

This describes any fishing points that are not visible to the eye, because they are located underwater. Use the Fish Finder to monitor the lake floor and locate fish.

Fish Finder

On the bottom right side of the control board is the fish finder, an electronic device that uses sonar to detect fish. Any flicker that you see is normal. As you accelerate, the topography of the lake floor will scroll along. When the sonar detects fish you will hear a "pong," and fish will appear on the fish finder screen. Press the Y Button when you wish to begin casting.



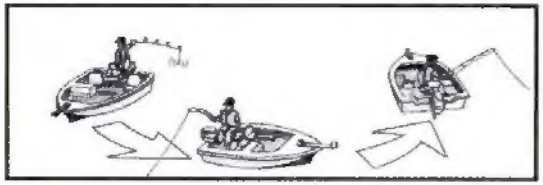


5. READY TO CAST!

Once you have selected a fishing point, you are ready to cast. Monitor the current fishing conditions using the gauges provided on the bottom of the screen.

Casting Like a Pro

Determine carefully where you want to cast your line based on your knowledge of bass habits. Don't spend much time in any one area. You may only scare the fish away and waste valuable time in the tournament. The key to good fishing is timing, knowing when to fish a spot and when to move on.



Selecting a Lure

Choose the best lure after carefully considering the current fishing conditions and the Fishing Point Data provided. You may begin fishing with the pencilbait lure that is provided or select a different lure. If you need further explanation about the different lures, please see pages 24-25.

OVERHAND CASTING

This is an effective casting method when you want to cast far out into a specific area. Use the bar meter as a guide to the distance that you want to cast.

FLIPPING

This is an effective casting method when you want to cast short range with deadly accuracy. Cast out to the left or to the right depending on where you want your lure to hit the water.

Casting Tip: *Cast a little beyond where you aim, then thumb the line just before the lure hits the water. This will decrease the speed of the lure so that it will land more quietly on the surface of the water.*

Casting Mark Option

You may select a casting mark, in order to practice or perfect your casting skills. The purpose of a casting mark is so that you can aim for a specific fishing spot.

Press the B Button for an overhead view of the casting mark area.
Press the Control Pad to move the marker.
Press the A Button to select the casting mark and return to the Casting Screen.

Follow the above directions each time you wish to select a new casting mark.

Overhead View of Casting Mark

Angler's View of Casting Mark

The casting mark that you have chosen will be highlighted, and an arrow will appear alongside of the bar meter. This arrow indicates the distance that you need to cast.

Cast past the Casting Mark

Aim to hit the Casting Mark

Right on target!

Casting Advice: *Aim to cast just beyond your casting mark, and press the B Button to thumb.*

6. FISHING AT LAST!

You've cast your line and now you're ready for some action. The challenge begins by making artificial lures move in a realistic manner. This requires a combination of skill, dedication and luck which separates amateur anglers from professionals.

Lure Presentation

The key to lure presentation is developing a style of movement that works for you. Artificial lures are just that, artificial. So, it's up to you to imitate the motions of live bait that will incite the fish's striking instincts. For example, pencilbait lures resemble small fish, so you need to move the lure to resemble a fish swimming near the surface of the water.

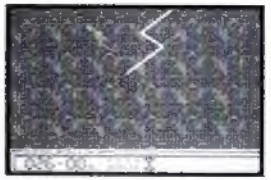
Artificial lures are designed using a variety of different colors, shapes, sounds and movements. Some are designed to float and other to sink. Some are designed to avoid snags in dense areas. For example, the spinnerbait maneuvers well in the reeds.

Tip: If you snag your lure, press the Control Pad LEFT/RIGHT and the L and R Buttons to work it loose. If nothing works cut your line, by pressing the A and B Buttons together. Then, select a new lure.

Retrieving the lure

Remember, when you reel in the line, pull up the rod, or swing it left or right you are controlling the lure. With practice, you will learn to have very precise control over your lure movements.

Zig-Zag Lure Movements



Pull The Lure Close To The Fish

Setting The Hook

7. A FISH STRIKES!

Setting the hook

When the fish strikes you will hear a "snapping" sound. Quickly swing the rod Left/Right or pull the rod Up to set the hook. You will know the fish is hooked by the movements on the line tension gauge.

Timing is crucial when setting the hook. Wait until you are certain the fish has taken the lure in its mouth. Otherwise, the fish may shake the hook loose.

Landing a fish

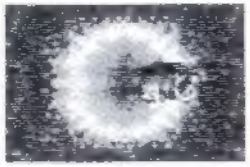
Learning to land a fish without losing it or snapping your line takes time and practice. Ease the fish in. Don't reel in the line continually. If the fish takes off, let him run a bit, then thumb the line and gradually reel in the slack. Practice these steps and you should notice the fish getting tired.

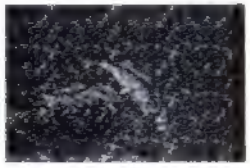
Line Tension

Monitor the line tension gauge when fighting a fish. The top arrow measures the fish's strength, the bottom arrow measures the angler's strength. These arrows travel along the gauge, turning from blue to red, indicating lagging strength. Line tension is measured by a bar meter. A warning bell will sound if your line is in danger of snapping. Your line will snap when the bar meter reaches the end.

Tip: *Beware when the fish jumps! The line is in danger of snapping, so ease up.*

Tip: *Sometimes the fish may shake the hook loose. If so, you should try another fishing point, because the commotion will most likely scare any other fish away.*





8. FISHY INFORMATION

Your Catch Screen

When you land a fish, this screen will appear, informing you what type of fish you have caught and the approximate weight. Press the A Button and the next screen displays the contents of your livewell.

Livewell Data

This screen lets you check data about the biggest bass that you have caught, where you caught them, the fight time, and the approximate weight. The livewell holds up to 5 bass, all other bass caught are automatically culled.

Note: *You cannot keep any other types of fish.*

Angler Data

Current data on your personal condition. There are three parts: Player's Skill, Techniques, Player's Strength.

Player's Skill

Your skill level increases once you begin to catch bass. The more your skill level increases, the more your physical strength and technique levels will also increase. Catching as many bass as you can will help you to progress.

Techniques

Increasing your techniques level allows you to move your lure in a more realistic manner. This will cause bigger bass to strike and you won't lose them as easily.

Player's Strength

Increasing your strength gives you more power to reel in the line. This allows you to catch bigger bass more quickly and easily.

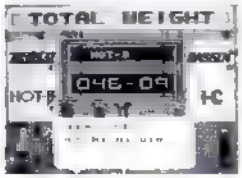
Tournament Update

This screen lets you check data, updated every two hours, on the top 10 anglers and your current ranking. Check this data often to keep track of your tournament standing.

The tournament ends at 4 30 p.m. When you arrive at the dock a message will appear asking you if you are ready to weigh-in. Select Yes or No by pressing the Control Pad LEFT or RIGHT and press the X Button. Press the A Button to continue from screen to screen.

At the end of the weigh-in you will be given a password. If you wish to continue participating in this tournament, you must write down the password. If you do not record the password, you will need to start from the beginning the next time you decide to play

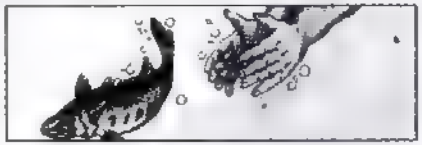
Caution: *Be careful that you record all of the characters correctly. (For example, the spade and the club, the 2 and the Z.)*



10. CATCHING A LUNKER

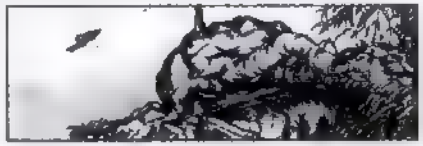
Lunker bass are set in their feeding times and their habits. During most of the day they rest deep in the water and don't move.

Lunker bass are not easily attracted to artificial lures. Chances are that the bass may have been caught and released before. Try to make your lure movements as realistic as possible.



Enticing a lunker to strike takes skill. Choose the proper lure, work it effectively and above all BE PATIENT. Most of the older, bigger bass will not be easily fooled.

Lunker bass lay deep in the waters and do not move much. If you see a shadow that may be a lunker, cast your lure a little beyond it and reel in the line. Repeat this several times, and change your lure, lure color and lure movement if necessary. You will see a murky cloud and the bass will begin to move if you move your lure correctly.



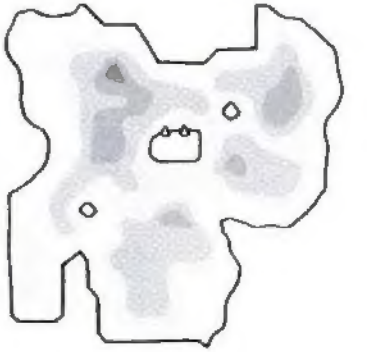
Some of the lunkers weigh more than 20 lbs. Don't think it will be easy to reel one in. The best method of tiring him out is by making sure he never gets much of a chance to rest.

Skywater Lake...Stage 1
A small, shallow mountain lake. The bottom is extremely rocky from previous volcanic eruptions. Vegetation is dense with an abundance or weeds and reeds. Most of the good fishing points are sporadically located.

Clear Lake...Stage 2
A large, man-made lake. The dam flooded a large area where there used to be houses and trees. There are several good bass fishing points. It has been rumored that lunker bass might be found in the deep, middle part of the lake where the river once flowed.

Lake Murphy...Stage 3 (3 day / 3 round)
An old, shallow lake. Its murky waters are covered with many reeds, weed beds, and lily pads. Many of the good fishing points are found near the shore. This lake will be divided into three areas marked off by buoys.

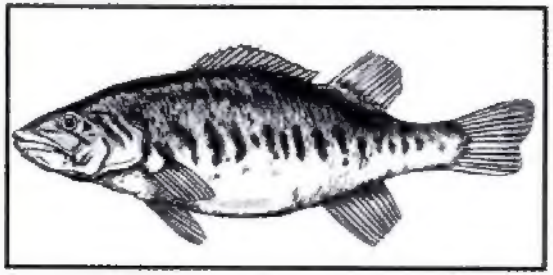
Bluestone Lake...Stage 4
A wide, field lake. Many different kinds of fishing points are found under docks and bridges, near the island and in the shallow areas. The spawning areas are off limits. Rumor has it that this is the place to catch a world record lunker. For this reason, this lake was chosen to be the site of the Super Bass Championship.



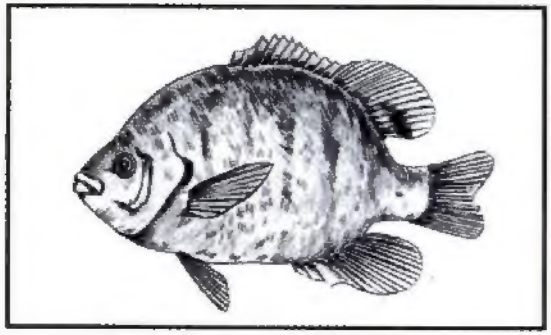
12. FISH GUIDE

The following is a brief description of the five different species of fish that you can catch. Each of the fish has its own particular habits, which any good angler knows.

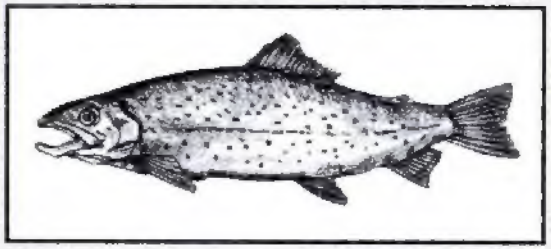
BLACK BASS
This is one of the biggest game fish in America. Anglers love the challenge of fishing for bass because of the size he reaches and because he is so elusive.



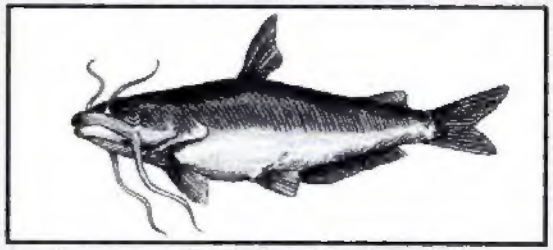
BLUE GILL
This fish is easily recognized by his shape and blue color. He is mostly found in highly vegetated lakes.



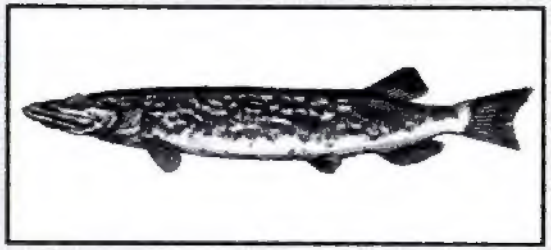
RAINBOW TROUT
Another of the country's biggest game fish. He gets the name "rainbow" because of the pink to red stripe that runs laterally down his side.



CATFISH
This fish was named for his 4 pairs of barbels around his mouth. Some species have fin spines that are venomous.



NORTHERN PIKE
This fish has a long body with a pointy face and forked tail. He is a favorite game fish because of its strength. These fish sneak attack their victims by darting from cover, catching their prey with razor teeth.



13. TACKLEBOX

The following is a brief description of the eight different types of lures that you can use. Each of the lures comes in three colors and there is a limited quantity. If you lose all of your lures, they will not be replaced until the next tournament date.

Surface lures

PENCIL BAIT: A thin, float lure, useful in shallow place. When moved left and right imitates a small fish struggling on top of the water. Suggested movement is to press the Control Pad LEFT and RIGHT, while reeling in the line.

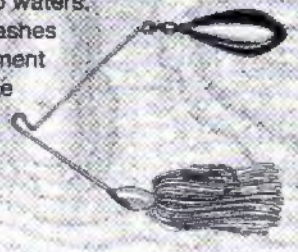
POPPER: A minnow sized float lure, useful in shallow places, that has a depression in the front that makes a "popping" sound and splashes in the water. Suggested movement is to press the Control Pad DOWN, while reeling in the line slowly.

SWISHER: A.K.A., propeller bait. This float lure, useful in shallow areas, has one or more propellers in the front or back. It causes great action in the water when retrieving the line. Suggested movement is to reel in the line slowly, while pressing the Control Pad DOWN.

FROG: A frog shaped float lure, best used in the lily pads, that appears to hop on the water's surface. Suggested movement is to reel in the line, while pressing the Control Pad LEFT and RIGHT.

Sink lures

SPINNERBAIT: A metal lure, useful in deep waters. The top of the lure has an iron blade, that flashes and vibrates in the water. Suggested movement is to reel in the line slowly, while pressing the Control Pad in a LEFT/RIGHT motion.



CRANKBAIT: A sink lure resembling a slowly sinking small baitfish, best used around floating vegetation. Suggested movement is to reel in the line using a start, stop motion.

RUBBER JIG: A sink lure with a skirt covering a lead-head and hook with a piece of rubber trailing behind vibrating invitingly. Suggested movement is to tap the Control Pad DOWN, to make the lure pop up and down.

PLASTIC WORM: A sink lure resembling a worm, and sworn to be the all around best artificial lure. Suggested movement is to make the lure wiggle and jiggle like the real thing, by tapping the Control Pad DOWN.

14. FISHIN' TIPS

Moving the rod
Swinging the rod left and right and reeling in the line is not enough to make the lure movements realistic. Each of the lures has a specific movement that works best. See the Tacklebox Section for suggestions.

Swinging the rod can create slack in the line. Reel in the slack by pressing the A Button.

Reeling in the line
Be careful of line tension when trying to land a large bass. The warning bell will sound and you must release the line tension. Watch the bar meter and begin to reel again when you feel that it's safe. Your line is in danger of snapping when the fish jumps, or thrashes in the water.

If your line becomes snagged when you have a fish on the line, all you can do is try swinging the rod to the left or right. If nothing works, press the A and B Button together to cut the line.

When the fish runs, don't reel or you will only tire yourself out. Better to let him run and ease him in.

Bass Habits
The amount of sunlight you have to fish by depends on the time of day, and the weather, of course. You will notice the light patterns changing at different times of the day.

Consider the wind direction when casting your line. You may want to adjust your casting distance based on the direction the wind is blowing.

You might try working an area from one end to another as an effective way to find where bass may be hiding.

If a fish shakes the hook loose, he will be wary the next time. Consider moving to another fishing point.

GLOSSARY OF TERMS

ACTION	The movements of a lure in the water.
BAIT	Any number of artificial objects used to entice bass into striking.
COVER	Anything that a bass can use to hide in or under.
CULL	Adding or subtracting fish from the livewell so that the larger remain.
DROP-OFF	A sharp change in the water's depth.
FISH FINDER	A sonar unit that displays underwater objects, including fish.
FLIP	A casting technique where you "flip" your lure out with an underhand motion.
LINE TENSION	The tautness of a line caused by a hooking a strong fish or a line snag.
LIVEWELL	An on-board fishing tank that keeps the fish you have caught alive.
LUNKER	A trophy-sized bass.
PRESENTATION	Lure movement methods designed to cause a fish to strike.
RETRIEVE	Method of reeling in the line.

90-DAY LIMITED WARRANTY

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   244 Fernwood Avenue
   Edison, NJ 08837

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

- Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

- Warranty Limitations

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